G-DMG-QD-USA

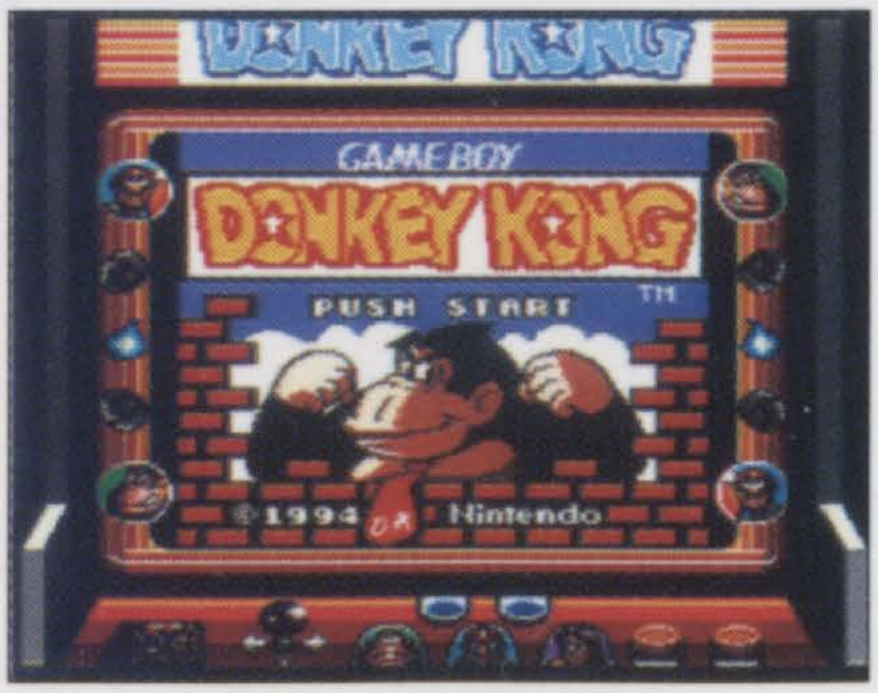
Super GAME BOY®

DONKEY KONG®

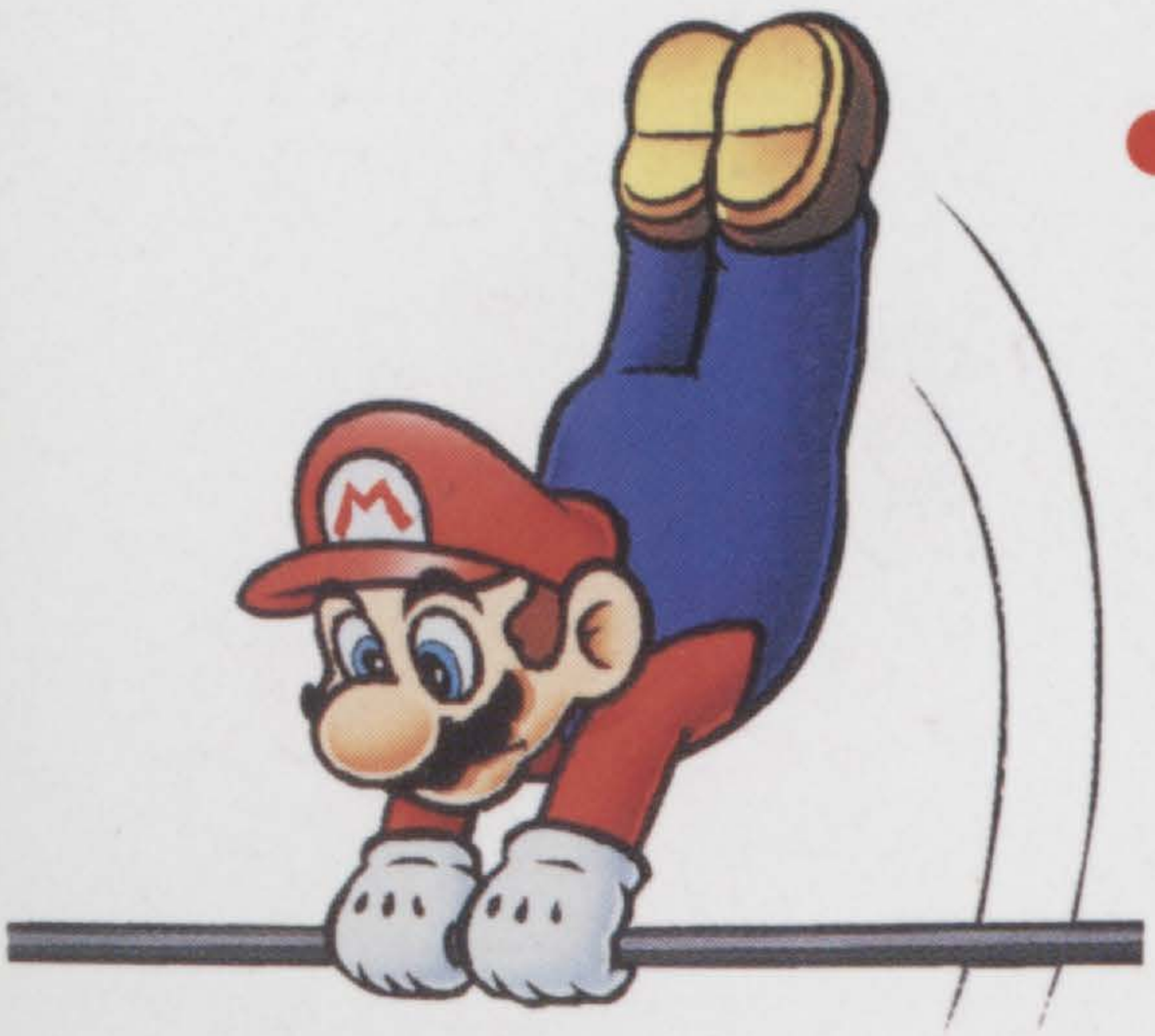
INSTRUCTION BOOKLET

For players who own Super Game Boy and Donkey Kong for Game Boy:

- Correctly insert Donkey Kong for Game Boy into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. (Consult your Super Game Boy and Super NES instruction manuals for further operation information.)



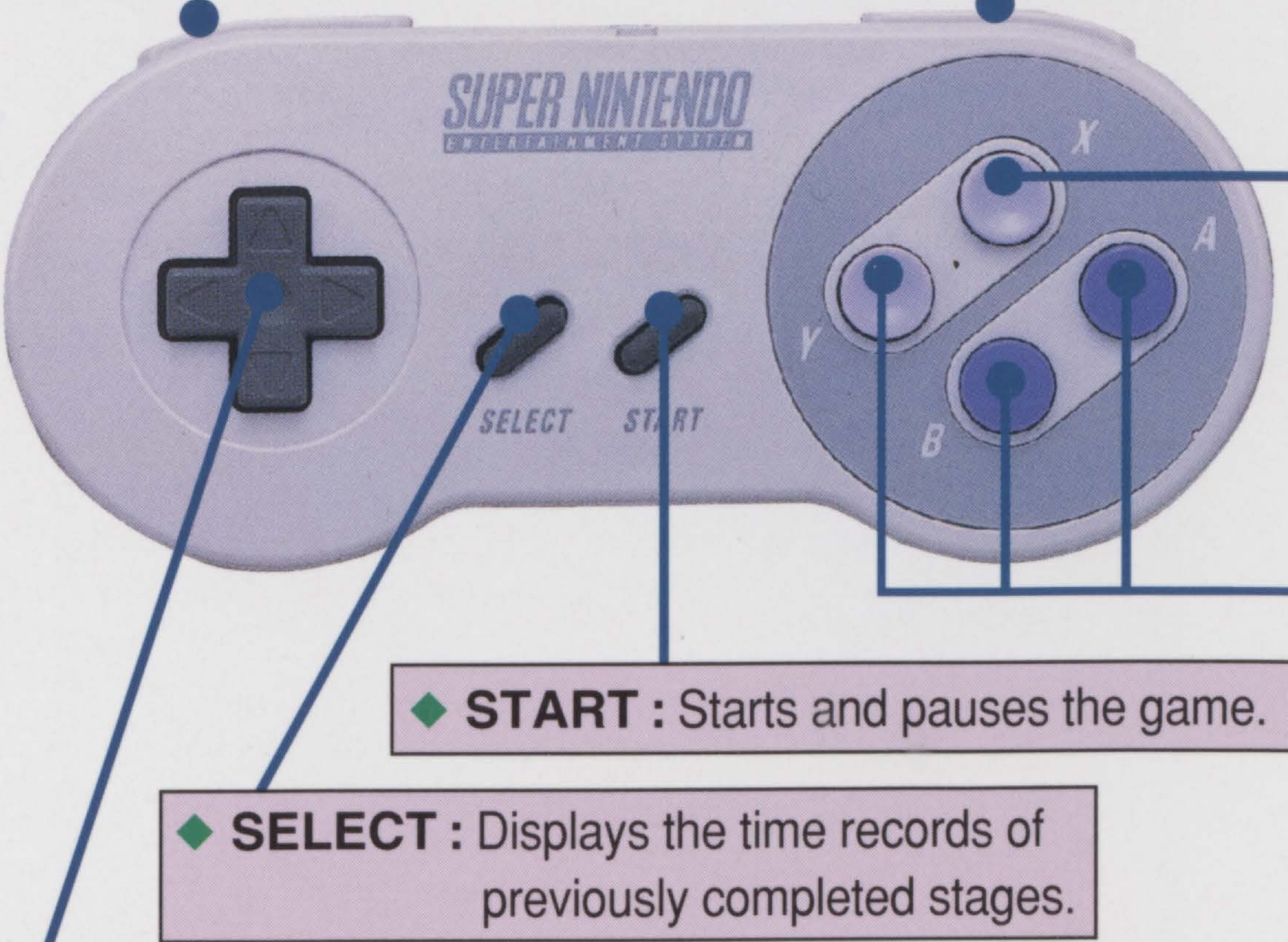
- To play, use the Super NES Control Pad.



- Note: Although basic controller operations will be described in this section, consult your Donkey Kong instruction manual for more detailed information.

◆ **L & R Buttons**

Press the L & R Buttons simultaneously on your Super NES Control Pad to access the Super Game Boy menu. Although the button assignments will initially match the Game Boy button configuration, you can change the button commands by selecting the controller icon in the Super Game Boy System Window.

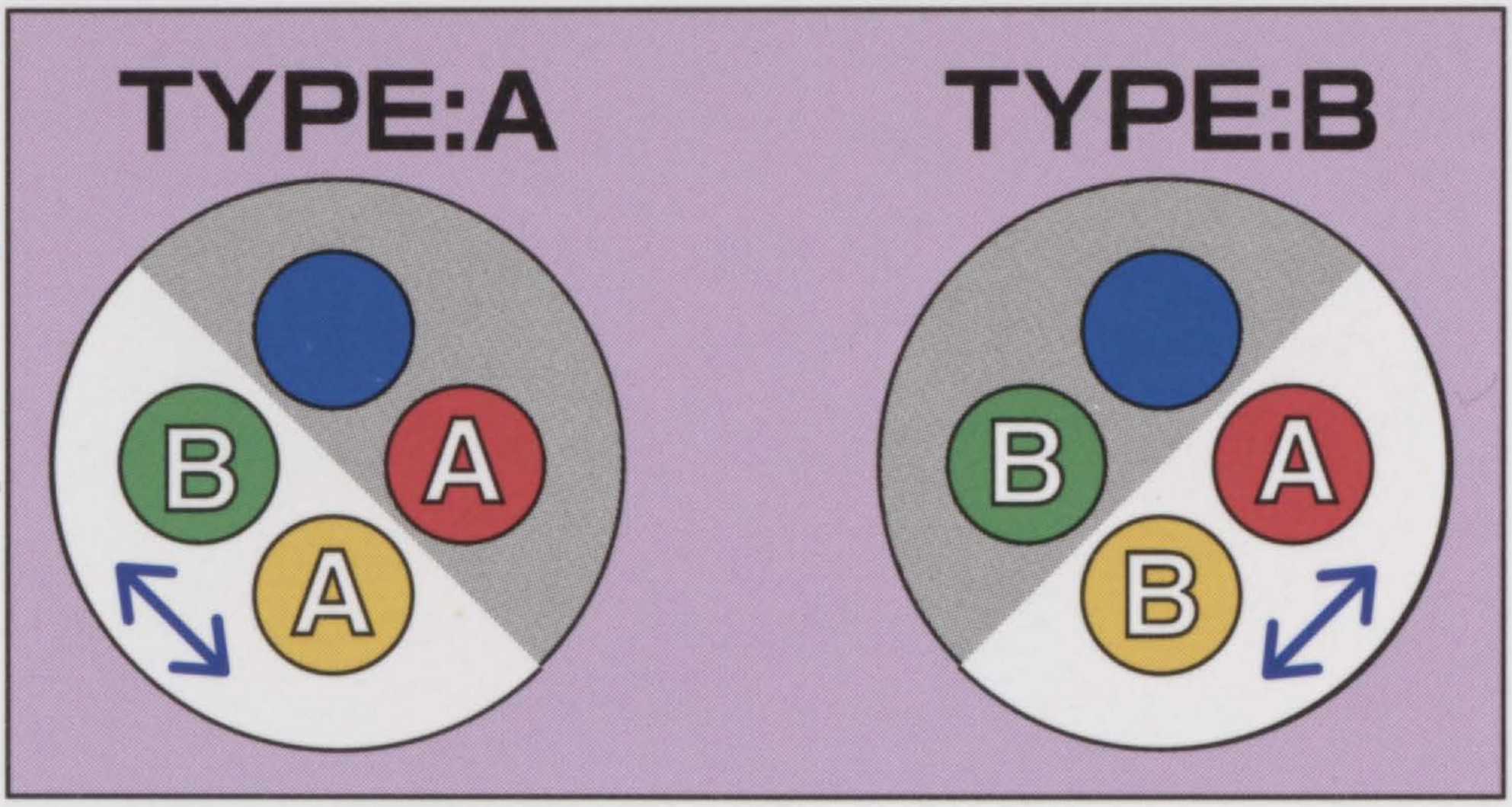


◆ **START :** Starts and pauses the game.

◆ **SELECT :** Displays the time records of previously completed stages.

◆ **+Control Pad :** Moves Mario left, right, up, and down.

Note : When using Super Game Boy, the +Control Pad, SELECT Button, and START Button will always have the same function as those buttons on Game Boy.



- **X Button :** Changes screen colors.

- **A Button :** Like Donkey Kong on Game Boy, the A Button will make Mario jump and drop objects that he finds.

- **B Button :** Changes controller type (after controller icon has been selected).

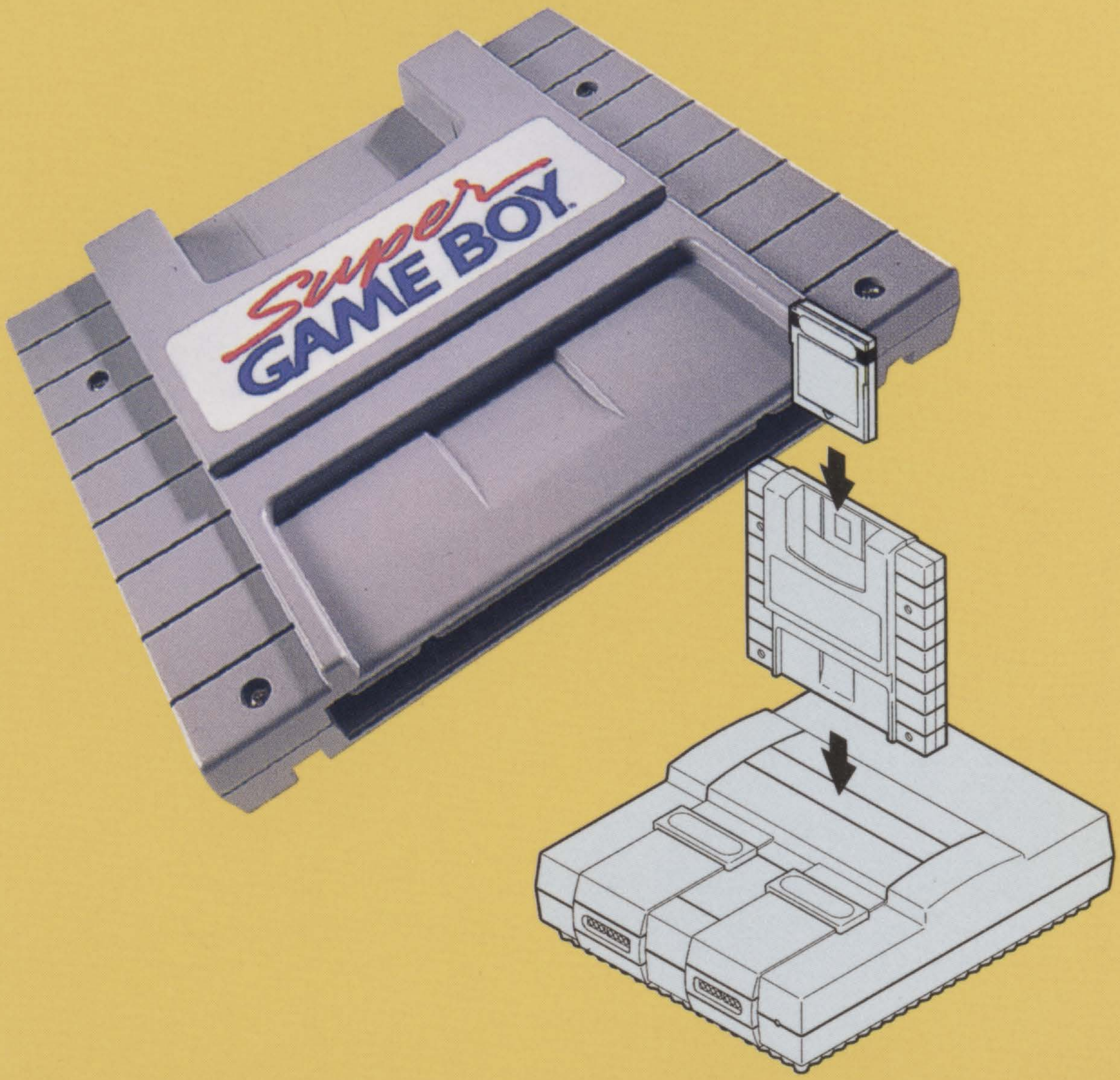
- **Y Button :** Like the B Button on Game Boy, the Y Button allows Mario to pick up and throw objects.

- Super Game Boy contains a function that allows you to select your own game colors. However, as this game progresses, the software will automatically switch to the colors assigned by the game designer so the colors can match the scenery of the stage. When this happens, press the X Button if you wish to change the game screen back to your color palette. Also, if you press the X Button when playing the game with your colors, the screen will change to the default colors.

- This game has an SGB Enhanced border programmed by the game's designers. You can also select any Super Game Boy System Border from the Border Window.

- NOTE : Additional information regarding border and color selections is in your Super Game Boy instruction manual.

Super GAME BOY®



PRIMARY SUPER GAME BOY FEATURES

Play your favorite Game Boy titles on your TV!

Insert the Game Boy Game Pak into the Super Game Boy and get ready for a totally new experience.

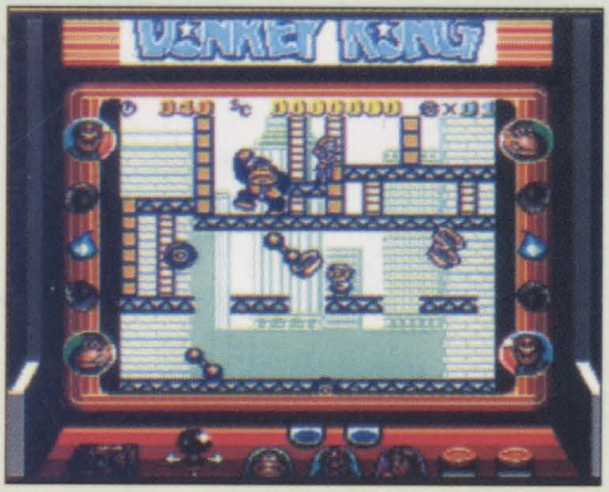
Set your own colors and borders!

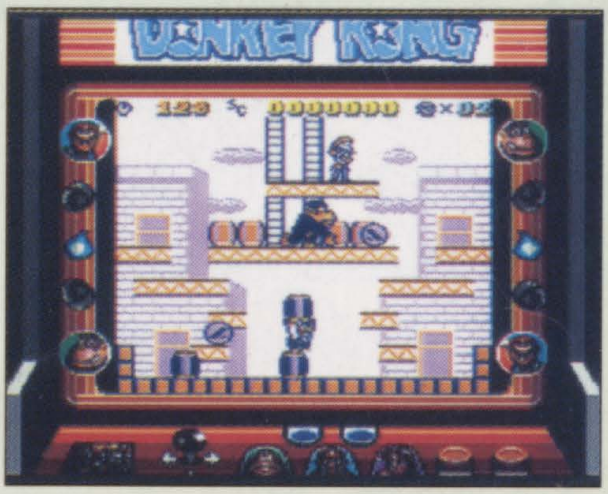
Spice up the black and white Game Boy screen with your own color palette. You can also select various borders and add even more excitement to your game screen.

Complete compatibility with all existing Game Boy titles!

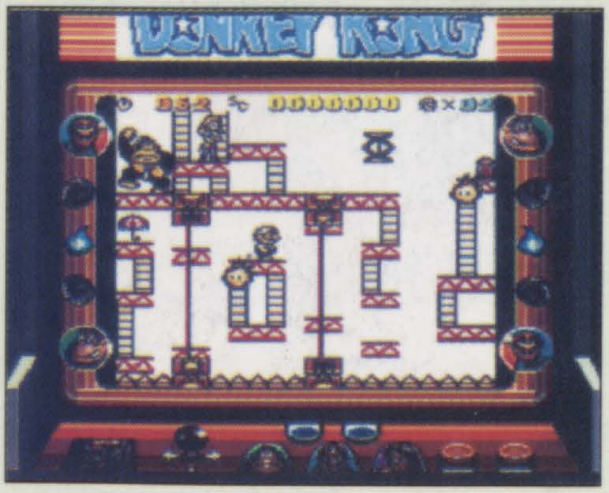
In addition to the new Game Boy titles that use the advanced capabilities of Super Game Boy, all Game Boy games released before Super Game Boy can be played in color on your TV.

- Super Game Boy and Super NES are sold separately.
- 2-Player play with the Game Link Cable is not possible when using Super Game Boy.





With the help of a Super Nintendo Entertainment System® and a Super Game Boy™, you can enjoy the action and excitement of Donkey Kong™ for Game Boy® in color, on your television. With more colors and a larger playing area, Donkey Kong is more fun than ever with Super Game Boy!



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